

## Games Played

### *Omaha:*

Players: 4 to 8, with 8 players being the most in a game.

Play: the dealer antes a dollar then deals each player 4 cards down. There is a first betting round, and then the dealer burns a card and flops 3 cards face-up on the table. Then there is another betting round, and on the turn, the dealer burns a card and flops one more card face-up, and then there is another betting round. Then the dealer burns another card and flops the last card face-up on the table, making 5 cards face-up on the table. This card is called the river card. Then the players have the last betting round. The winner is the one with the highest hand.

Omaha Hi-Lo Split: is the same as above, with the exception that the pot is split between the player with the best low hand and the player with the best high hand. (8 or better qualify for the winning low hand)

### 7-Card Stud:

Players: 4 to 8

Play: dealer antes a dollar and then deals two cards down and one card up to each player. Then there is a betting round and after this betting round the dealer deals another card face up to each player and then another betting round. This repeated until four cards are face up for each player. Then a final card is dealt to each player face down and then the final betting round. The player with the highest hand wins.

7-Card Stud Hi-Lo Split: is the same as the 7-card stud game above, with the exception that the pot is split between the player with the best low hand, and the player with the best high hand. (8 or better qualify for the winning low hand)

### Lowball:

Players: 4 to 8

Play: the dealer antes one dollar and then deals five cards to each player, all face down. Then there is a betting round. After the initial betting round, players may draw up to 4 cards, except the dealer. There is another betting round after the draw. The player with the best low hand wins. (The best low hand is any hand with no pairs or any hand higher than a pair.)

### ~~2-5 Hi-Lo Split:~~

Players: 4 to 8

Play: dealer antes one dollar then deals each player 5 cards. There is the initial betting round, and then the dealer will burn a card and flop one card face-up. Then there is another betting round, and the dealer will burn another card and flop a card face-up. Then another betting round and after this betting round the players may draw only one card. They then have the final betting round and the player with the best low 5-card hand (with the qualifier of an eight or better), and the player with the best high hand will split the pot.

### Pair-No-Pair:

Players: 4 to 8

Play: dealer antes one dollar, then deals 2 cards down and one card up to each player, and the players have the initial betting round. The dealer then burns a card and deals another card face-up to each player. There is another betting round and the dealer burns another card and deals a card face-up to each player. There is another betting round and the dealer burns one more card and deals another card to each player face-down. Then there is the final betting round and the pot is split between the player with the best low hand, eight or better, and the player with the best high hand. If there is no winning low hand, the player with the best high hand wins the pot.

### Texas Holdem:

Players: 4 to 8 (but this game could be played with 12)

Play: dealer antes one dollar and then deals 2 cards to each player, face down. Then there is the initial round of betting and then dealer burns a card and flops 3 cards face-up on the table. Then there is another betting round and the dealer then burns another card and flops one more card face-up (called the turn card) and there is another round of betting. The dealer then burns one more card and deals the river card, making 5 cards face-up in the middle of the table. Then there is the final round of betting and the player with the best highest hand wins the pot.

## The Rules of Poker

Poker is a game of chance, played from a standard deck of 52 cards. Hands are ranked as follows (from high to low):

Royal Flush: is a straight flush made up of the ace, king, queen, jack, ten in the same suit.

Straight Flush: the best natural hand, the straight flush is a straight (5 cards in order) that are all of the same suit.

Four of a Kind: four of a kind is simply four cards of the same rank. If there are two or more hands that qualify, the hand with the higher-rank four of a kind wins.

Flush: a flush is a hand where all of the cards are the same suit.

Straight: a straight is five cards in order, such as 4-5-6-7-8. An ace may either be high or low. When straights tie, the highest straight wins.

Three of a Kind: three cards of any rank, matched with two cards that are not a pair. Again, highest three of a kind wins.

Two Pair: two distinct pairs of cards and a fifth card. The highest pair wins. If both hands have the same high pair, the second pair wins.

**Pair**: one pair with three distinct cards. High card breaks ties.

High Card: this is any hand which doesn't qualify as any one of the above hands. If nobody has a pair or better, then the highest card wins. High card is also used to break ties when high hands both have the same **type** of hand.

**Betting**: the dealer antes a dollar and then deals the cards. After the cards are dealt, the players, starting with the player to the left of the dealer, bet. ~~Bets on all games are \$1 to \$5 at any time.~~ At the end of the hand, the highest hand (that hasn't folded) wins the pot.

Players have three options when it is their turn to bet: **Call**: which is betting enough to match what has been bet since the last time you bet; **Raise**: when you bet, you first bet enough to match what has been bet since the last time you bet, then you 'raise' the bet a higher amount; and **Fold**: you drop out of the current hand (losing any possibility of winning the pot).

All collections are in advance and costs \$2 every half hour, per player.

## **DESCRIPTION**

Draw Poker is played with the standard 52-card deck and one Joker added, making 53.

The object is to make the best HIGH hand among competing Players using the traditional ranking of Poker hands.

## **METHOD OF PLAY**

Typically the first two or three Players post "blinds," which is a portion of the opening bet. The purpose of the blinds is similar to antes in other forms of Poker, in that they represent seed money to attract prospective contenders for the pot. The size of the blinds is determined by the limit of the game being played

1. Players are each dealt five cards, one at a time, in rotation, in turn.
2. A round of betting ensues for Players who wish to continue and contend for the pot.
3. Active Players may elect to discard any number of their original cards if they chose, and have a like number replaced, in an effort to improve their final hand.
4. At the option of the active Players, there may be another round of betting. Players posting any additional bets, if made, remain active for the final showdown.
5. Active Players now expose their cards. The best hand is declared the winner.

## **GENERAL RULES**

1. **IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT HIS HAND AT ALL TIMES, EITHER BY HOLDING ON TO HIS CARDS OR BY PLACING CHIPS ON THEM.** Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The Dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the House nor the Dealer can be held accountable for the Player's failure to protect his hand. At management's discretion, a hand may be considered retrievable.
2. Before the draw, the first Player to act is the Player to the left of the big blind if they did not "Kill" the pot. After the draw, it is the Player to the left of the dealer button.
3. Initial buy-ins for the above game is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
4. The "limit" of a game indicates the amount of each bet. A Bet and three (3) raises maximum allowed with three or more players in the pot. Two players, unlimited raises.
5. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw among the Players. After the deck has been shuffled and spread face down on the table by the Dealer the players in the new game will draw a card. High card receiving the button. The Joker is considered the lowest card possible. If two or more Players draw the same card, the deal will be determined by suit rank: Spades; Hearts; Diamonds, Clubs.

## **DEALING RULES**

6. Five cards constitute a playing hand. More or less than five cards after the draw is a foul hand. Before the draw, if a Player is dealt more cards than is called for and it is discovered before he acts on his hand, the extra card will be retrieved and placed on the top of the deck as the burn card. The Player receiving less than the required number of cards will receive a card(s) from the top of the deck. Any Player whose hand is fouled will forfeit all monies, antes and blinds for that hand.
7. Before dealing the draw, the top card from the stub of the deck must be discarded (burned). A Player can draw up to five cards.
8. Until the first action after the draw is taken, the Dealer must correctly state the number of cards drawn by the Players.
9. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card.
10. An exposed card cannot be taken. Player must accept a substitute card for an exposed card in order to act in turn. To replace an exposed card on the deal, the Dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck to act as the burn card. To

replace a card exposed on the draw, the Dealer will complete the draw and replace the card from the top of the deck.

## **RULES OF PLAY**

11. A knock in turn usually constitutes a "pass", but a knock on the table may also mean the declaration of a pat hand. A Player indicating a pat hand, not knowing the pot has been raised, may still play his hand, despite action taking place behind him.
12. A Player who posts a regular sized blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.
13. When a new Player enters a game they must wait for the big blind or "kill" the pot.
14. A Player transferred by the house from a broken game, or game where the limit was changed is dealt in immediately and does not have to post any money in order to receive a hand. If the Player allows the blinds to pass they will be considered a new Player and will not be entitled to any free hands.
15. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.
16. A Player, who allows substantial action to occur behind them, risks forfeiting their right to initiate action on their hand and in certain circumstances may have their hand nullified.

## **BLIND RULES**

17. All blinds will be arranged in clockwise order from the button. A Player should pass through all the blind positions each round. Players are responsible for putting in the total amount of the blinds each round even though the big blind may skip ahead due to players departing from the game.
18. An established Player who misses all or part of the blind(s) will be given a "missed blind" button. To receive a hand when they returns, a Player with a missed blind button must do one of the following:
  - (a) Wait and come in on his big blind.
  - (b) Kill" the pot.
  - ♦ A Player who makes up their blind is still required to take the blind in normal rotation.
19. An established Player who misses all or part of their blinds on a round can make them up by "killing the pot". A "kill" is always twice the size of the big blind. The rules governing "kills" are as follows:
  - (a) Only one "kill" is permitted on a deal
  - (b) A specific "kill" is set for each game. A "kill" of larger size than regulation is not permitted.
20. An established Player who misses any part of the blind can receive a hand by waiting for the big blind or posting a "kill".

21. Any Player "taking it in the middle" will post a "kill" blind. The dealer button will skip over them on the next hand without any further obligation.
22. A Player who moves to a new seat and in the process moves away from the big blind must wait out the appropriate number of hands or "kill" the pot. This rule prevents a Player from continually changing seats to unfairly get several extra hands before taking a blind.
23. A Player who has fulfilled all their blind obligations by taking all required blinds, then moves to a new seat has the option of letting the blinds pass by one time without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.
24. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on their hand. If they act before the mistake is caught, the hand is live and may be played, and the Player makes up the blind on a subsequent deal.
25. If the big blind is less than the required amount because that Player is "All-in", all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, they are not required to make up the short.

### **BETTING**

26. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. After the pot has been opened, and a Player has gone all in for an amount less than a full bet or raise, the next Player can:
  - (a) call the equivalent amount
  - (b) Put in an amount equal to a full bet or raise.
27. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., "I raise", before action is started, clarifies the action and allows the player to return to their stack to fulfill their raise.
28. Check and raise is permitted.
29. No one who checks out of turn may initiate any action.
30. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise".

### **SHOWDOWN**

31. Cards Speak: Winning hand must show all cards before pot being awarded. Cards read for themselves. The player instituting the last action, (either by betting or checking) must turn their hand over first upon completion of all action.
32. Although verbal declarations with regard to the content of a player's hand are not binding, a player miscalling a hand and causing another player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.

33. If a bet has been made and called or check-and-check after the draw, any player may see any of the hands in play at the showdown. If a hand was surrendered face down and is retrievable and a Player described above requests to see that hand, that hand is considered "dead" before the Dealer turns the cards face up. However, if the **winner of the pot** asks to see a hand, the cards will be considered "live" when the hand is shown.
34. The winning hand must show all cards face up on the table before the pot being awarded unless all other active hands have been discarded and only one intact hand remains.
35. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.